

Number 1

VIII.4

ARDA

6 times/yr

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ARDA is an occasional and irregular publication of the North American Variant Bank and of NAVB-West. Acting Custodian of NAVB and Custodian of NAVB-West is Rod Walker, "Alcala", 1273 Crest Dr., Encinitas CA 92024. The purpose of ARDA is to carry information on current NAVB holdings and activities, and to promote Diplomacy variants generally. ARDA will not appear on any regular nor set schedule. This is Pandemonium (Alcala) Publication #679.

ARDA is sent free of charge to Fred Davis, Jerry Jones, Robert Sacks, John Leeder, Greg Costikyan, Der Garvey, Walter Luc Haas, Walt Buchanan, and Scott Marley on a regular basis. Other names may be added to that list. This issue, in addition, is going to many GMs known to be involved in variants, and any postal GM to whom I have not sent a copy may request one.

Subscriptions are OK if you really want one. They are: 5¢ per printed page plus postage. Extra copies of this issue may also be ordered at the same rate. Copies being sent out free to postal GMs will not count against their subscriptions if they have them. Not all issues will be so sent, of course.

Trades are also OK, if you really want...but be warned that you may come out on the short end of the stick.

Inquiries to the NAVB: Any inquiries MUST be accompanied by a self-addressed stamped envelope ... use the standard business envelope (approx. 4 x 9). Any inquiries about our holdings &c. without SASE will not be answered. Inquiries will be handled on a time-available basis, but will generally be answered within 30 days. Inquiries from other variant banks, the Hobby Archivist, the Editor of DIPLOMACY WORLD, and the Miller Number Custodian do not need SASE and have priority over all other inquiries.

Oh...free copies will also go to Lew Pulsipher. Sorry, Lew. Almost forgot!

Variant Designs: We will be happy to consider new variant games for publication in ARDA. Also letters and articles on variants and the variant hobby.

Prices: All prices indicated in ARDA for subscriptions, copies of games, &c., are in U.S. currency only and reflect price of delivery only within the United States and Canada. Persons living elsewhere should contact a local variant bank. Please note: a copy of any item in our files will be sent to any other variant bank upon the Custodian's request if he is willing to reciprocate similar requests from me. Therefore: ask your local variant bank to get a copy from me and then reproduce it for you.

Preliminary

About a year ago, Dave Kadlecsek turned the NAVB files over to me to conduct a complete reorganization of the material, including production of standard editions of many important or popular games. That project is still going on; hence my capacity as Acting Custodian. This may or may not turn into a permanent position, depending on how Dave feels...and he will be getting copies of ARDA, of course, if I can find his current address. Does anyone know it?

Anyway, things have been going in fits and starts. We have completed a number of new editions of older games, including Youngstown, Aberrations I/II, III, and IV, U. S. Dip. III, and Imperialism VIIR. A complete review and cataloguing of our holdings has now been completed.

This first issue of ARDA is primarily a result of that project. It contains a catalogue of about 250 variant games for which we can provide copies that are complete insofar as we are aware.

NUMBERING

There has been quite a debate over the numbering of variants, which is still a touchy issue in some quarters. Hence this disclaimer: the NAVB numbers are intended for cataloguing and ordering purposes only, and are not intended to supersede nor replace any other present or projected numbering system.

The purpose of the NAVB catalogue number was (1) to provide a number that was to some extent descriptive of the game and (2) to provide a number that could be typed entirely in lower case (that way I don't have to use the shift). I did not consult anybody's proposals while setting up the system, but I've read many of these and no doubt other people's ideas rubbed off. This isn't intended to be original, just functional.

The form of the NAVB catalogue number is as follows:

xy000/000
or xy000/000/0
or xy000/000-0

1. x represents an alfa character indicating a major category.
2. y represents an alfa character indicating a subcategory.
3. The first 000 is a numeric of 3 digits, beginning with 001. These are assigned in sequential order.
4. The second 000 is a numeric of 3 digits, indicating the number of players (not counting the GM, which is required in some variants).
5. The /0 is a numeric used when there is another set number of players can be used. Thus, 007/8 would indicate 7 or 8 players could be used; 007/9/11 would indicate 7, 9, or 11 players could be in the game.
6. The -0 indicates a range of players, and that any number of players within that range could play the game. Thus 002-6 would show that 2, 3, 4, 5, or 6 players are allowed for in the rules.

Generally speaking, the categories used spread the games out pretty well. One, however, encompassed a third of the total games. That was #r, Rule Revisions on the Regular Board. This may seem overbalanced to some, but it merely reflects the fact that variants which do not require a new playing board constitute the single most important group. They are the easiest to design (usually); they frequently take less than a page to present; people usually need no special equipment to play them. No wonder there are so many of them! It must also be confessed that a good many of them aren't very good and large numbers of them have never been played postally.

One category perhaps needs explanation. That is #cd, consisting entirely of games designed by Fred C. Davis, Jr. While these games are quite different in many ways, they all have three characteristics in common: (1) a few modifications of the regular board, mostly at the periphery; (2) a carefully worked modification of the playing rules, usually involving one aspect of the way the game works; and (3) the "piggy-back" (A/F) convoy system. I therefore grouped nine of these finely worked games together.

ORDERING

Games are listed by NAVB number, Name/Name of designer, #of maps, #of pages of rules. Where more than one edition is available in our files, we are offering the best (clearest, most complete, most concise) edition, or the best parts of two or more editions. A dash (-) in the map column indicates that no map is necessary for the game. An x in the map column indicates that the map and rules are

combined. Notes are provided where necessary. Some of the very brief sets have been put into "combined editions", and we hope to have more of these later on.

Unless otherwise indicated, the price for each game is 10¢ per sheet plus 50¢ handling for up to 20 sheets (or for 1 game, if it has more than 20 sheets), and \$1.00 handling for 21 sheets or more. For each game, add the digits in the Mp (map) and Rl (rule) columns, and you have the number of sheets. Naturally, components may be ordered separately.

Please do not send cash. Checks should be made out to R. C. Walker. Orders will normally be filled within 30 days; we will notify you if there is to be any delay.

Not all of the material in our files is of equal quality. We will provide legible copy, but some originals will not reproduce as clearly as others. Nor do we guarantee that each variant in our files is equally well-designed and playable. Some are inferior to others. Some are very inferior. We are a repository, not a manufacturer, and everything is grist that comes to our mill. Nor can we undertake to provide detailed analyses of games for a prospective buyer.

UNLISTED GAMES

Games are not listed in our catalogue for one of our reasons:

- (1) We don't have a copy.
- (2) We have an incomplete copy.
- (3) We have a complete copy, but it's not reproduceable.
- (4) We have a complete copy, but the game has been superseded by an improved design. This is often true of games which have Roman numerals: thus we offer only Scotice Scripti III, I & II being merely earlier versions. If you desire one of these earlier versions, write us with SASE to inquire whether we have it and how much a copy would be.

JUDGEMENT

The catalogue which follows is very much the result of subjective judgement. Many of you, in your own subjective judgement, may feel that a game might more properly be in a different category. Or you may feel that an earlier version of a game, which is not offered, is better than a later version, which is offered. That's fine. I'd certainly be happy to know your opinions. However, hopefully nobody will make a cause celebre out of any such judgemental differences...as so frequently happens in this hobby. The important thing is that the games are available for people who want copies.

COPYRIGHT

Now and then you will see a copyright designation on a variant, or some statement to the effect that "I have the copyright on this game". With very few exceptions, the people involved know little or nothing about copyright law in this country.

A copyright is basically nothing more than an attempt to restrict reproduction (and hence circulation) of something that is written. When a commercial property is involved...something that is marketable for a sum of money...copyright is important. If a copyrighted item is of negligible commercial value, then the copyright is a waste of time and, in the last analysis, probably unenforceable.

By and large, Diplomacy variants have no commercial value...and in this case a copyright declaration is not only no asset, it is a liability. After all, if you design a nice variant, you'll want to see it widely known and played. In that sense, a copyright declaration is self-defeating. Far better you should put this notice: "Please reproduce this game by any means available."

In some quarters at least, copyright is viewed as a legal protection against plagiarism. It isn't...except in the sense that plagiarism is an unauthorized reproduction.

In any event, most "copyright" variants have by now entered the public domain for one reason or another. Of those remaining, I know of only two which are potentially commercial properties. A copyright release will be appropriate in these instances and we'll work on getting the same.

Speaking of Copyright: Several games exist which you will not find in our catalogue. These include: 1939 I; 1939 II; Colonisation; Holy Roman Empire; The Struggle for Hegemony in Europe, 1689-1815; The Song of the Night. These and other games may be found in Lew Pulsipher's fine booklet, DIPLOMACY Games and Variants. It may be obtained from Games Centre, 16 Hanway St., London W1A 2LS for £ 2.45 plus £40 postage...and perhaps Lew has some distribution point(s) in this country by now. This is a handsome 20-page affair, with three large maps which come separately.

N.A.V.B. CATALOGUE

A. ANCIENT PERIOD		<u>Mo</u>	<u>R1</u>
b. Britain			
ab001/007	Invasion 44 / J. Robertson	1	2
c. Carthage, Rome, & the Greek East			
ac001/006	Ancient Empires II / J. Lipscomb	2	1
ac002/007	Diadochi II / D. Vedder	2	1
ac003/005	Diadochi V/D.Vedder (w/Imperator & Triumvir)	2	4
ac004/005	Legion / J. Biehl	2	13
ac005/005	473 B.C. / J. Hulland	2	1
g. Greece			
ag001/009	Imperialism IX (Peloponnesian War) / R. Walker (*plus 8 pp, Vedder/Walker discussion of design)	4	2*
ag002/008	Peloponnesian Dip. / D. Klein	4	2
ag003/008	149 B.C. (War Between the Ancient Balkan States)/T.Mayernik	1	1
p. Palestine			
ap001/004	Ancient Hebrew Kingdoms / J. Biehl	x	1
r. Roman Empire			
ar001/005	Imperator / R. Vedder (<u>see</u> ac003/005)		
ar002/005	Triumvirate / R. Vedder (<u>see</u> ac003/005)		
ar003/006	260 A.D. / S. Rosenberg	2	2
B. BIOSPHERE GAMES			
e. Evolution			
be001/006	Conquest of the Land / S. Rich	2	1
s. Survival			
bs001/010	Biodiplomacy / A. & T. Burkacki	1	5

Additional Notes: "Dip.", with a period, always stands for "Diplomacy". Some items, printed on legal-size paper, will have to be split onto 2 sheets. This is especially true of English material. Watch for overlap!

C. MODIFICATIONS OF THE BASIC GAME

b. Changes to both map and rules

cb001/007	Persian Variant I / M. J-Polczynski	1	2
cb002/007	Scheisskopf Dip. II / D. Wileman	1	1
cb003/007	Stab-Happy Dip. / Rosenberg & Diller	1	1
cb004/007	Variation C / R. Johnson	1	3

c. High complexity rules

cc001/009	Aberration IV (9-man Dip. IV) / R. Walker	5	4
cc002/009	Gibraltar II / M. J-Polczynski	1	6

d. Games designed by Fred Davis

cd001/007	Aberration I (w/Aberration II)	2	1
cd002/007	Aberration II (<u>see</u> cd001/007)		
cd003/007	Abstraction II	1	4
cd004/007	Dual Space Dip. (Overlapping Seas)	1	3
cd005/007	Dual Space Dip. w/"Gibraltar" rule	1	4
cd006/005/6	Germany vs. the World	1	2
cd007/007	Gusher Dip.	1	4
cd008/007	Our Version of the Regular Diplomacy Board (*description)	1*	0
cd009/007	Rail & Sea Dip.	1	5

e. One extra Great Power added

ce001/008	Bawtinheimer 8-player Variant / B. Bawtinheimer	1	1
ce002/008	Swiss Variant II / F. Davis	1	2

h. High complexity map

ch001/007	Omnibus Dip. / C. Turner	8	1
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m. Minor changes to map only

cm001/007	Kriegsmarine Variation / A. Phillips (*order w/Comb.Ed. 1)	0	1*
cm002/007	Small World Dip. (I) / S. Tihor	-	1

n. Two extra Great Powers added

cn001/009	Cline 9-Man Dip. II (9-Man Dip. VI) / R. Cline	2	1
cn002/009	9-Man Dip. I / D. Miller	1	2
cn003/009	9-Man Dip. III / J. Chalker	1	5

t. Team game on modified board

ct001/003+3+1	3x3 w/Wild Card Player III / D. Miller	1	1
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D. AFRICA (no African games in file)

E. THE EAST - NEAR, MIDDLE, FAR; PLUS INDIA

c. China

ec001/006	Chinese Dip. / T. McCloud	1	1
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m. Middle East

em001/011	Allah Akba'ar / J. Robertson	4	1
em002/007	Jihad II / R. Vedder	4	2
em003/007	Partition of the Ottoman Empire / G. Costikyan	3	2

s. Southeast Asia

es001/006	Indonesian Dip. / R. Fox	1	1
es002/007	Southeast Asia '56 / J. Massar	1	1

F. FANTASY SETTINGS (FOR MIDDLE-EARTH SEE #T)

b. Barsroom		
fb001/017	Barsroomian Blitz / K. St.Andre	2 6
d. Dalarna		
fd001/006	Dalarna II / J. Leeder	2 2
e. Earthsea		
fe001/005/6	Earthsea Dip. / T. Galloway	x 3
h. Conan period		
fh001/005	Hyborian Age Dip. I / G. Gygar	4 2
fh002/005	Hyborian Age Dip. II / B. Labelle	1 2
fh003/008	Hyborian Age Variant III / T. Hubbard	2 1
fh004/002-11	Hyborean Dip. / J. Peters (*or order the Liz Danforth map, 2 sheets)	1* 2
v. Dying Earth period		
fv001/007	The Dying Earth (10,000 A.D.) / L. Pulsipher	0 1
w. The Witchworld		
fw001/005	Witch World II / L. Pulsipher	1 1

G. GLOBAL GAMES

e. Global/economic		
ge001/023	Hypereconomic Dip. II / Miller/Ansoff	2 30
f. Post-1920 period (including future & indeterminate dates)		
gf001/009	Holocaust / S. McLendon	2 4
gf002/008	Small World Dip. (II) / F. Davis	2 3
gf003/007	World Diplomacy / W. Stapel	3 1
gf004/006	World War IV Dip. / S. Langs	2 2
gf005/003-10	2001 / R. Walker (flat rate \$2.00)	12 8
h. Pre-1871 period		
gh001/008	Colonia I/ F. Hyatt	10 4
gh002/009	Colonia IV / F. Hyatt	10 2
p. 1871-1920		
gp001/011	Imperialism XV / R. Walker (*maps do not form 1 map)	7* 2
gp002/006	Worldiplomacy I / E. Manfredi	3 4
gp003/009	World Powers / R. Ware	2 1
gp004/021	World Variant ("I") / K. Pettis	17 5
gp005/012	Youngstown Variant XII / Walker/Vedder (<u>see</u> xm009/008-12)	

H. EUROPE, 1501-1900

a. 16th Century (none in file)		
b. 17th Century		
hb001/015	Thirty Years' War / P. Newman	4 3
hb002/007	Westphalia VI (Europe 1648) / H. Mahler (*or copy of printing in DW 1.2, 1 mp, 1 rl.)	4* 2*
hb003/007	Westphalia VII / H. Mahler	x 1
hb004/007	Westphalia VIII / H. Mahler	1 1

(H. EUROPE, 1501-1900, cont'd)

c. 18th Century

hc001/006	Diplomacy 1701 / M. Homeier	1	1
hc002/007	Europe 1721 / J. Boyer	4	2
hc003/007	Verrat / M. Childers	16	5

n. Napoleonic Period (1790-1814)

hn001/008/9	Eckert's Napoleonic Dip. / B. Eckert	0	1
hn002/007	Napoleon's Europe, 1795 (?I)	6	1

p. 1815-1900

hp001/009	1885 II (9-Man Dip. VIIIR) / F. Davis	1	2
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I. Reserved

J. Reserved

K. Reserved

L. LATIN (CENTRAL & SOUTH) AMERICA

s. South America

ls001/006	Continent / R. Perkins	2	1
ls002/005	Guelph Variant / R. Bawtinheimer	1	1

M. EUROPE - MEDIAEVAL PERIOD (450-1500)

a. 450-900 (none in file)

b. 901-1050

mb001/011	Feudalism ("II") (Imperialism IX) / R. Walker	6	3
mb002/007	1000 A.D. / J. Lovibond	3	3

c. 1051-1200

mc001/013	Excommunication / G. Costikyan (*or small map, 1 sheet)	4*	2
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d. 1201-1350 (none in file)

e. 1351-1500 (none in file)

i. Indeterminate date

mi001/006	Alternate World Dip. I / S. Perrin (w/Alt.World Dip. II)	0	1
mi002/005	Alternate World Dip. II / S. Perrin (<u>see</u> mi001/006)		

N. NORTH AMERICA

e. Eastern area

ne001/005	1776 / R. Vedder (*3 pp. of GM rulings also avail.)	4	4*
ne002/006	Flintlock II / J. Leeder	2	4

m. Mexico

nm001/003-10	Aztlan / K. St.Andre	2	7
nm002/008	The Maya / J. Boyer	4	2

p. Early period & Indians

np001/008	Indianomacy (?II) / D. Miller	1	5
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(NORTH AMERICA, cont'd)

u. United States

nu001/006	All American Dip. / Johnson/Kirschner	2	1
nu002/005	Americana 1860 / T. Tilson	2	1
nu003/007	United States Dip. III / F. Davis	1	2
nu004/007	United States Dip. III $\frac{1}{2}$ / F. Davis ((new space names only))	2	3

s. One state or region

ns001/006	Alabama Dip. / R. Bart	1	1
ns002/007	Michigan Dip. / R. Beasacker	1	2
ns003/005	Stress (The Battle for Detroit) / M. Bartnikowski	1	1

O. OCEANS

a. Map centered on Atlantic Ocean

oa001/007	Atlantica IIR / F. Davis	2	6
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p. Map centered on Pacific Ocean

op001/008	Pacifica ("I") / S. Rosenberg	2	1
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P. PORTION OF EUROPE (REGULAR BOARD AREA)

a. Austria-Hungary

pa001/006	Collapse of the Dual Empire / R. Wein	2	3
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b. Southeast region

pb001/007	The Balkan War / R. Wheeler	0	2
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e. British Isles

pe001/006/7	Anglo-Saxomacy / L. Pulsipher	1	1
pe002/007	Excalibur / K. Clark	1	2
pe003/009	Game of the Clans (Scottomacy) / R. Hoheisel	1	6
pe004/008	Gesta Danorum ("I") / J. Leeder	2	2
pe005/007	Wars of the Ros es / R. Sandell	2	2

g. Germany

pg001/010	1618 (Diplomacy 1618) / S. Rosenberg	1	2
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i. Ireland

pi001/008	Scotice Scripti III / Comber/Boyer	5	3
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n. Northwest (England, France, Low Countries, & nearby areas)

pn001/008	Hundred Years' War / L. Peery	5	5
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r. Russia (including Siberia)

pr001/008	Red October / J. Robertson	2	3
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s. Scandinavia

ps001/002-15	Baltic Dip. / R. Sacks	1	1
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z. North Sea & Baltic

pz001/005	Viking Dip. / J. Rosen	1	2
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Q. EUROPE, 1920-2000

h. Hitler Era

qh001/006	Imperialism VIIR (Things to Come II) / R. Walker	7	2
qh002/010	1934 / D. Staples	1	2
qh003/005	1938 / L. Pulsipher	1	1

p. Post-WW II

qp001/005	Cold War / R. Blackshaw	1	2
qp002/008	World War III / S. Rosenberg	1	2

R. RULE REVISIONS USING THE REGULAR BOARD

a. Regular rules plus additions

ra001/007	Baseball Dip. / L. Pulsipher (see rs008/007)		
ra002/007	Diplomacy-Clue Variant / F. Davis	1	3
ra003/007	Gigaton Bomb Variant / L. Miyata	0	2
ra004/007	Pacifist Dip. / N. Palmer (w/Shadow Worlds)	0	1
ra005/007	Plague (II) / A. Gruen	0	1

b. Change to one basic component

rb001/007	Active Neutrals / R. Sacks (*order w/Combined Ed. 3)	0	1*
rb002/007	Anonymity I & II / D. Miller	0	1
rb003/007	Anonymity III / L. Pulsipher	0	1
rb004/007	Bizarro Dip. (Anonymity IV) / L. Pulsipher (see rm011/014)		
rb005/007	Bum's Rush / A. Phillips (*order w/Combined Ed. 1)	0	1*
rb006/007	Cognac / R. Bart (see rs007/007)		
rb007/007	Diplomatic Dip. / M. J-Polczynski	0	1
rb008/007	DND Dip. / T. Baillie	0	1
rb009/007	Escalated Dip. / D. Alderson (*order w/Combined Ed. 1)	0	1*
rb010/007	Fink Variant Rule / H. Mahler	0	1
rb011/007	Lebling Variant / D. Lebling (*order w/Combined Ed. 3)	0	1*
rb012/007	Phoenix / M. Bullock (*order w/Combined Ed. 3)	0	1*
rb013/007	Take-Away Dip. / D. Alderson (*order w/Combined Ed. 1)	0	1*
rb014/006	We've Been Shafted... / G. Wallace	0	1

d. Limited vision

rd001/007	Kriegspiel Dip. I / B. Tretick (*or newer 8-page edition)	0	2*
rd002/007	Diplomyopia / C. Hemming	0	2
rd003/007	Kriegspiel Dip. II / B. Tretick (**see rd001/007,		**
rd004/007	Kriegspiel Dip. III / B. Tretick 2-page edition.)		**

e. Economic games

re001/007	Economic Dip. I / J. Pournelle	0	3
re002/007	Economic Dip. II / Pournelle/Miller	0	5
re003/007	Economic Dip. IV / F. Davis	0	4

m. Major revisions

rm001/007	Anonymous Dip. / J. Lovibond	0	1
rm002/008	Bolshevik / H. Patterson	0	1
rm003/007	Coast-Running Variant / E. Verheiden	0	2
rm004/008	Foe-Nazgu / R. Bart	0	1
rm005/008-20	Grand Fenwick's Revenge Dip. / S. Tihor	0	2
rm006/021	Intrigue / S. Doubleday	0	1
rm007/007	Militarism III / L. Pulsipher	0	1
rm008/007	Nuclear Dip. II ("I") / J. Dittmar	0	1
rm009/007	Shadow Dip. / N. Shears	0	1
rm010/007	Treaty Dip. / R. Walker	0	1
rm011/014	Twin Earths Dip. III / L. Pulsipher (w/Bizarro Dip.)	0	1
rm012/007	Variants of the Ghods / L. Pulsipher	0	1
rm013/021	Third Man Dip. / B. Tretick	0	2
rm014/007	Blitzkrieg Dip. / B. Tretick	0	2

n. New type(s) of unit only

rn001/007	Air-Sea Dip. (Breakthrough Dip. II) / B. Tretick	0	2
rn002/007	Dreadnought Dip. / D. Burkett	0	1
rn003/007	"Hard Choice" Dippy / D. Efron	0	1
rn004/007	MicroDip. / T. Kuch	0	2
rn005/007	Multiplicity / R. Walkerdine	0	4

(R. RULE REVISIONS USING THE REGULAR BOARD, cont'd.)

p. Essay on simple revisions		
rp001/00n	Simple Dip. Variants / L. Pulsipher	0 3
r. Random & chaotic alterations of the map		
rr001/007	Black Hole Dip. I-III / R. Bart	0 1
rr002/007	Dilatory Dip. / S. Rosenberg (w/Diluvian Dip.)	0 1
rr003/007	Diluvian Dip. / M. Diller (see rr002/007)	
rr004/007	Fourth Dimension / Swanson/Jeffrey	0 1
rr005/021	Irish Dip. / C. Walsh	0 1
rr006/007	Near Utter Chaos / S. Rosenberg	0 1
rr007/007	Schizodip. II / M. Bullock	0 1
rr008/007	Utter Chaos / Costikyan/Heuer	0 1
s. Major revisions with short rules		
rs001/034	Anarchy I / D. Miller (w/Anarchy II & IV)	0 1
rs002/007	Anarchy IV / L. Pulsipher (see rs001/034) ("III")	
rs003/002-11	Anarchy V / L. Pulsipher (w/Anarchy VI)	0 1
rs004/002-34	Anarchy VI / L. Pulsipher (see rs003/002-11)	
rs005/007	Chaos I / D. Miller (*order w/Combined Edition 2)	0 1*
rs006/007	Confewshun / D. Staples (*order w/Combined Ed. 2)	0 1*
rs007/007	Deviants / J. Hall (w/Cognac)	0 1
rs008/007	Fluid Dip. I / P. Arnson (w/Baseball Dip.)	0 1
rs009/015	Megalomania / Wallace/Bart	0 1
rs010/005	Mercenary (I) / C. Bennett (w/Random Dip.)	0 1
rs011/007	Random Dip. / C. Bennett (see rs010/005)	
rs012/007	Random Paralysis Dip. / D. Kadlecsek (*order w/Comb.Ed. 2)	0 1*
rs013/007	Red Herring Dip. / D. Alderson (*order w/Comb. Ed. 1)	0 1*
rs014/007	Shadow Worlds / N. Palmer (see ra004/007)	
rs015/011	Tri-State Variant / R. Brooks	0 1
rs016/007	Twin-Earths Dip. I / D. Miller	0 1
rs017/007	Anarchy II / D. Miller (see rs001/034)	
t. Team games		
rt001/003+3	3x3, Italy omitted / D. Miller (w/3x3, Turkey omitted)	0 1
rt002/003+3	3x3, Turkey omitted / D. Miller (see rt001/003+3)	
v. Major revisions with long rules		
rv001/007/11/21	Complot / E. Jones	0 15
rv002/007	Espionage / R. Shears	0 4
rv003/007	Hyperspace Dip. II / D. Miller	0 6
rv004/007	Mad Dip. / J. Lovibond	0 3
rv005/007	Militarism I / L. Pulsipher	0 2
rv006/007	Para-Time ("I") / D. Miller	0 4
rv007/007	Sword & Sorcery Dip. / S. Rich	0 3
x. Two players only		
rx001/002	Ghostly Ghastly Dip. / G. Wallace (see rx004/002)	
rx002/002	Intimate Dip. I / S. Wyatt	0 2
rx003/002	Intimate Dip. IA (Betelgeuse) / Baird, et al.	0 3
rx004/002	Novice Variant / R. Brooks (w/Ghostly Ghastly Dip.)	0 1

S. SCIENCE FICTION & SPACE

a. Isaac Asimov		
sa001/007	Foundation Game I / F. Mulhauser	1 6
sa002/006/7	Tactical Foundation Games I/II (Foundation Games II/III) / R. Brooks	1 3

(S. SCIENCE FICTION & SPACE, cont'd)

b. James Bligh

sb001/003-7	Cities in Flight I / T. Galloway	1	2
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g. Planets, Stars, and/or Galaxies

sg001/005-7	Between Galaxies II / L. Pulsipher	1	1
sg002/005	Interplanetary Warfare / G. Reed	2	3
sg003/00n	Interstellar Dip. III / L. Pulsipher	1	4

T. TOLKIEN

a. Angmar period

ta001/006	Middle-Earth Dip. IV / B. Mebane	1	2
ta002/007	Middle-Earth Dip. V / L. Pulsipher	1	1
ta003/005	Middle-Earth Dip. VII / L. Pulsipher	1	1
ta004/008	Middle-Earth Dip. VIII / L. Pulsipher	4	1

m. Multiple scenarios

tm001/002-7	War of the Ring / L. Pulsipher	4	2
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s. Super-Sauron

ts001/008	Downfall of the Lord of the Rings... / H. Patterson (*or 4-sheet map)	1*	2
ts002/006	Lord of the Rings Dip. I / J. Key	1	4
ts003/005	Mordor vs. the World I / D. Alderson	1	8
ts004/005	Mordor vs. the World II / Alderson/Miller (*same map as ts003/005)	-*	2
ts005/005	Mordor vs. the World IV / D. Miller	1	8
ts006/006	Third Age I / B. Libby (*also available: 3-sheet commentary by R. Sharp)	1	2*
ts007/006	Third Age II / D. Morris	2	3

w. War of the Rings period

tw001/006	Middle-Earth Dip. II / D. Miller	1	2
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U. ABSTRACT GAMES

a. Alternate world settings

ua001/007	Global variant / L. Pulsipher		
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g. Geometrical (perfectly balanced) board

ug001/008	Barebones (Jeffersonian) Dip. / H. Mahler	1	1
ug002/006	Logical Dip. I / A. Ovens	1	1
ug003/005	Logical Dip. II / L. Pulsipher	1	1
ug004/002-8	Lunatic Dip. I / T. Galloway	1	1
ug005/007	"Pink" Dip. / D. Pink	2	2
ug006/005	Space Station Ultra / L. Kendter, Sr.		

m. Maze board

um001/00n	Algernon Dip. / T. Galloway	1	2
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u. Hypothetical geographic area

uu001/005/7	Ancient Empires I / J. Boyer	1	1
uu002/007	Antigoni Isles / D. Hayward	2	1
uu003/003	Cat Dip. / E. Melchior	1	1
uu004/007	Colonial Variant / Reed/Berggren	1	2
uu005/010	Empire / W. Johnson	3	4
uu006/006	Mythomacy ("II") / T. Kuch	1	2

V. PUT-ONS & CURRENT EVENTS

b. Board is a put-on			
vb001/005	Bharph Dip.*/ W. Johnson (*and we're not putting you on)	1	1
vb002/007	Circle Variant / M. Weidmark	x	1
c. Current events put-on			
vc001/005	Diplomafia / E. Jones (w/Gambling Dip.)	1	3
h. Hobby put-on			
vh001/007	Dudland / G. Costikyan	2	2
i. Improbable situations			
vi001/009	Aberration III (Imperialism XIII) / R. Walker	4	2
j. Rules are a put-on			
vj001/007	Auction Dip. / D. Wheeler	0	1
vj002/007	Gambling Dip. / G. Costikyan (<u>see</u> vc001/005)		
vj003/004/6	Strip Dip / F. Davis	0	1

W. Reserved

X. EXPANSIONS OF THE REGULAR BOARD

a. Extra abstract or nonreal spaces			
xa001/007	Black Angels / L. Pulsipher (*order w/Comb. Ed. 1	0	1*
m. Large areas added east and/or south of the board; no rule changes			
xm001/010	Youngstown Variant II / R. Walker (<u>see also</u> xm009/008-12)	6	1
xm002/010	Youngstown Variant IV ("III") / Walker/Phillips (<u>see also</u> xm009/008-12)(*also uses xm001/010)	0*	1*
xm003/010	Youngstown Variant V ("IV") / Walker/Weidmark (*order w/xm002/010)	*	*
xm004/010	Youngstown Variant VII / Walker/Massar (* & ** needs maps/rules for xm001/010 also)	*	1**
xm005/011	Youngstown Variant VIII / Walker/Vedder (includes Y.V. IX, X, & Ushindi) (*in addition to xm001/010)	4*	2*
xm006/010	Youngstown Variant IX / Walker/Vedder (<u>see</u> xm005/011)		
xm007/009	Youngstown Variant X / Walker/Vedder (<u>see</u> xm005/011)		
xm008/008	Ushindi (Y. V. XI) / Walker/Vedder (<u>see</u> xm005/011)		
xm009/008-12	Youngstown Variant II-XII complete / Walker <u>et al.</u>	12	10
r. Board and rules changed			
xx001/007	Absurdity / F. Davis	2	2

Y. Reserved

Z. Reserved

COMBINED EDITIONS

Combined Edition 1.	Black Angels, Bum's Rush, Escalated Dip., Kriegsmarine Dip., Red-Herring Dip., Take-Away Dip.	0	1
Combined Edition 2.	Chaos I, Confewshun, Random Paralysis Dip.	0	1
Combined Edition 3.	Active Neutrals, Lebling Variant, Phoenix	0	1

Note: Where "n" appears for the number of players, it is indefinite.. "any number can play", so to speak

OVERTIME

...is definitely what we have run into. However, we're already over one ounce, so what the hell?

IMPERIALISM XV

Some sharp-eyed variant buff will note that this game has never appeared in lists of variants before. It almost never did. The rules and maps were sent to Christ Schleicher almost 10 years ago for publication in ATLANTIS. The rules and two of the maps appeared in early 1970; so far as I know, that is all. It turns out I had xeroxed all of my roughs before sending the originals to Chris... and most of them are serviceable until we redraw them. This is a huge game, with 11 players and 139 supply centers. It's not at all the sort of thing that's being done these days, but it represents the "state of the art" a decade ago.

IMPERIALISM VIII

This was the first Diplomacy variant to use a world-wide board. You won't find it in this catalogue, nor in the lists for any other variant bank. My own archives don't even have a copy. Unless Walt Buchanan has a copy, this variant might have been lost altogether. But...mirabile dictu...a full set of maps was published in ATLANTIS 15, back in January 1970. I don't recall that there was much to the rules, and we should be able to reconstruct those from the game records I have for postal sections of it. The NAVB should be able to offer the hobby's first global variant by the time ARDA #2 comes out.

PRINCEPS AND IMPERIALISM XI

My archives also lack copies of these two early games...which were the hobby's first two games of the ac and ar types. Imperialism XI was also the first game to use double-strength units and units with a double move per season (we called them heavy infantry and cavalry). If anyone has a copy of either of these games I'd like to borrow it (them?) long enough to make a copy. Principes, by the way, was the first variant to make use of random GM-determined occurrences (barbarian invasions), something like black holes and other stuff in the rr-type games. Does anyone have copies?? Walt???

QUARMALL

It is moot whether the 1958 version of Diplomacy is a variant. It is not listed here, but I have copies of the rules/map. In fact, I have the only complete game records on a face-to-face game of the beast. The whole thing is in a one-shot called QUARMALL 1, of which I have a buncha copies. People may obtain the same through the NAVB for 50¢ flat.

THE ORCHIVES

You may know that Scott Marley is now Hobby Archivist. Although his prime area of concern is all recent material, he is naturally trying to put together as complete a collection as he can. Any old (the older the better) stuff you have lying around would be appreciated. Scott puts out UTOPIA LTD. from 12632 Swidler Pl., Santa Ana CA 92705. And you get on his permanent shit list if you spell it "Swindler". Right, Fred?

Anyway...Scott was down a week ago to clean out much of the Walker Archives.

Back in 1971, my collection was actually more complete than Walt Buchanan's. But later on many early items were sent to Walt and the rest put in storage. A good deal of that was turned over to Scott, who now merrily sorting it and probably wondering what he's let himself in for. Well, we had a good time at it, what with Karl Orff, Sweeney Todd, and Anna Russell.

The upshot of that is that some things are still with me. Scott left with perhaps 20 linear feet of stuff. I have maybe another 10 or so. That includes my own publications, BROBDINGNAU, sTab, LONELY MOUNTAIN, GRAUSTARK 1-240, TRANTOR, MASSIE, DIPLOMANIA, INTERNATIONAL ENQUIRER, THE POUCH, RURITANIA, and a few other things.

Therefore, temporarily at least, this location is ORCHIVES SOUTH, and will handle requests involving the above 'zines if Scott can't handle them. I also have TERMINUS and a complete run of EVERYTHING to date, as well as a complete set of DIPLOMACY WORLD and the early HOOSIER ARCHIVES. A catalogue will be issued later in this 'zine (probably).

I also have a number of seconds and extras. These will be up for sale at a later date.

OTHER PROJECTS

Hopefully a new variant or two.

A complete index for DIPLOMACY WORLD 1-23, if I can get it done in time for #24. Up through #21, it's done.

Some articles. Hopefully including one on the last DipCon, including the true story of how Bob Lipton and I couldn't find a fourth and the heart-rending tale of how I was snubbed by John Boardman (but only after I had tricked him into shaking hands).

Telling Mark Berch he also gets this rag free.

AND THAT WOULD APPEAR TO BE

Note: Whole cost of this issue would seem to be \$1.00, including 2¢ for the envelope.